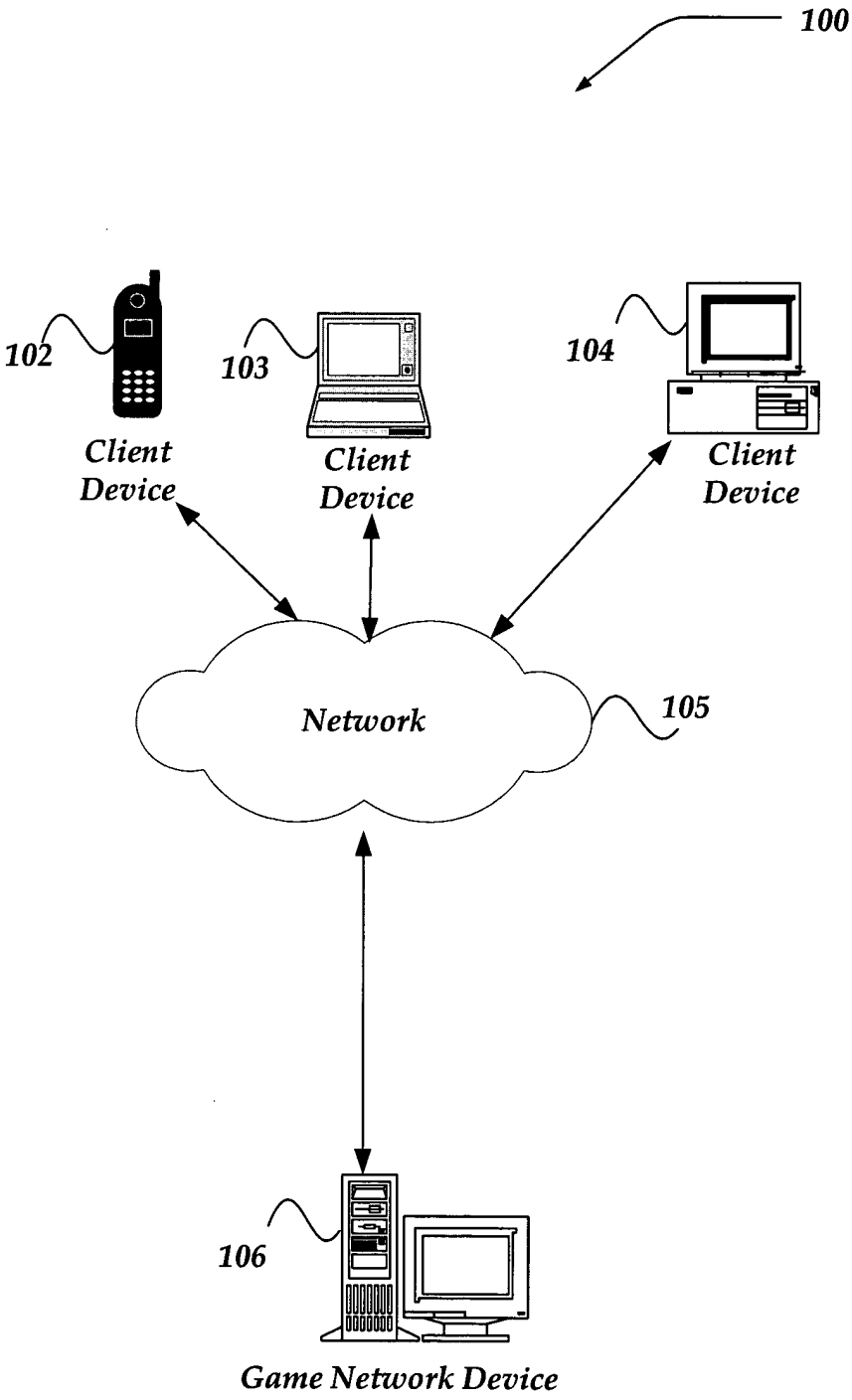

100
102
Client Device
103
Client Device
104
Client Device
Network
105
106
Game Network Device

FIG. 1

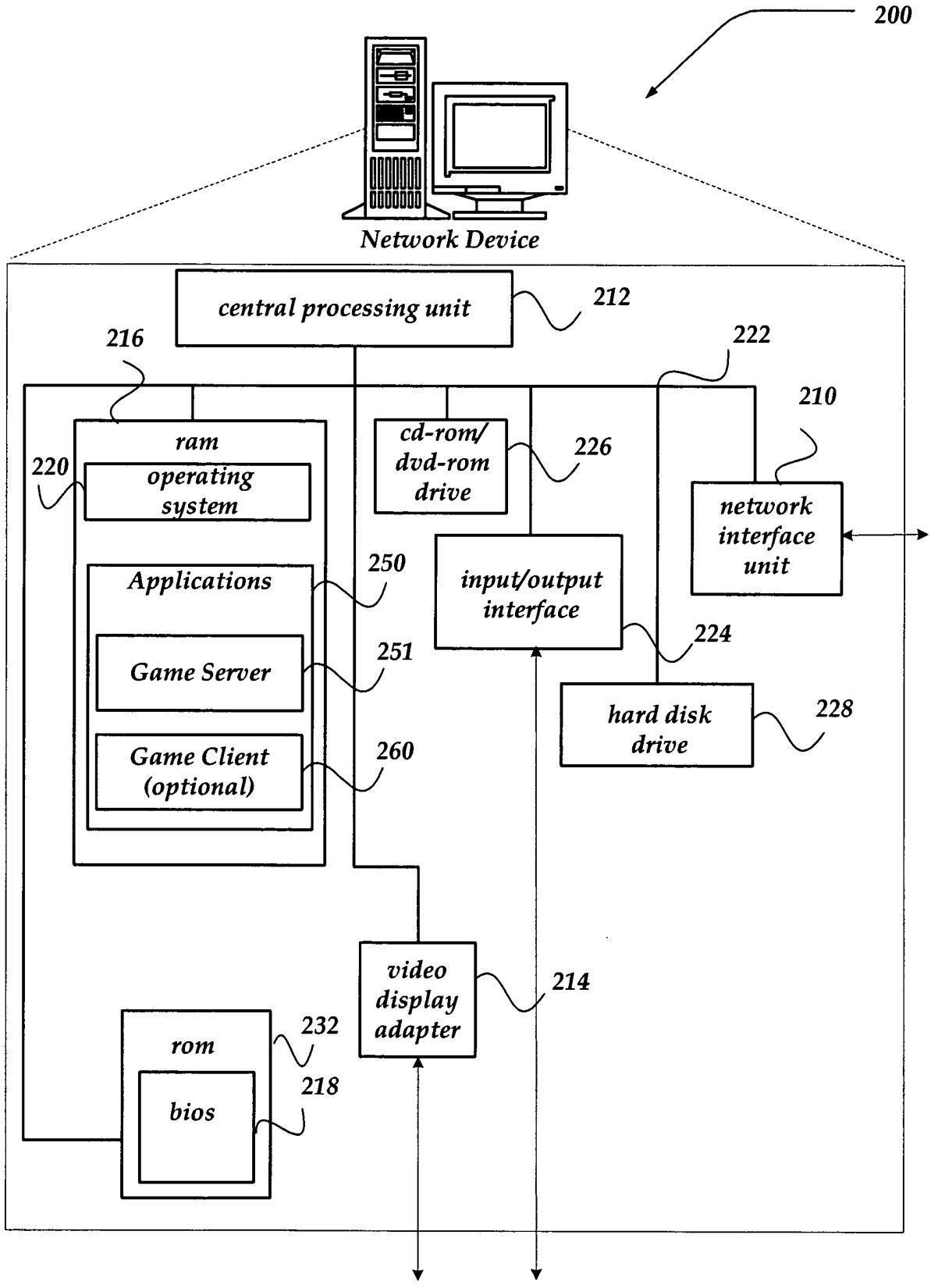

200
Network Device
central processing unit
212
216
222
210
ram
220
operating system
cd-rom/ dvd-rom drive
226
network interface unit
Applications
250
input/output interface
224
Game Server
251
Game Client (optional)
260
hard disk drive
228
video display adapter
214
rom
232
bios
218

FIG. 2

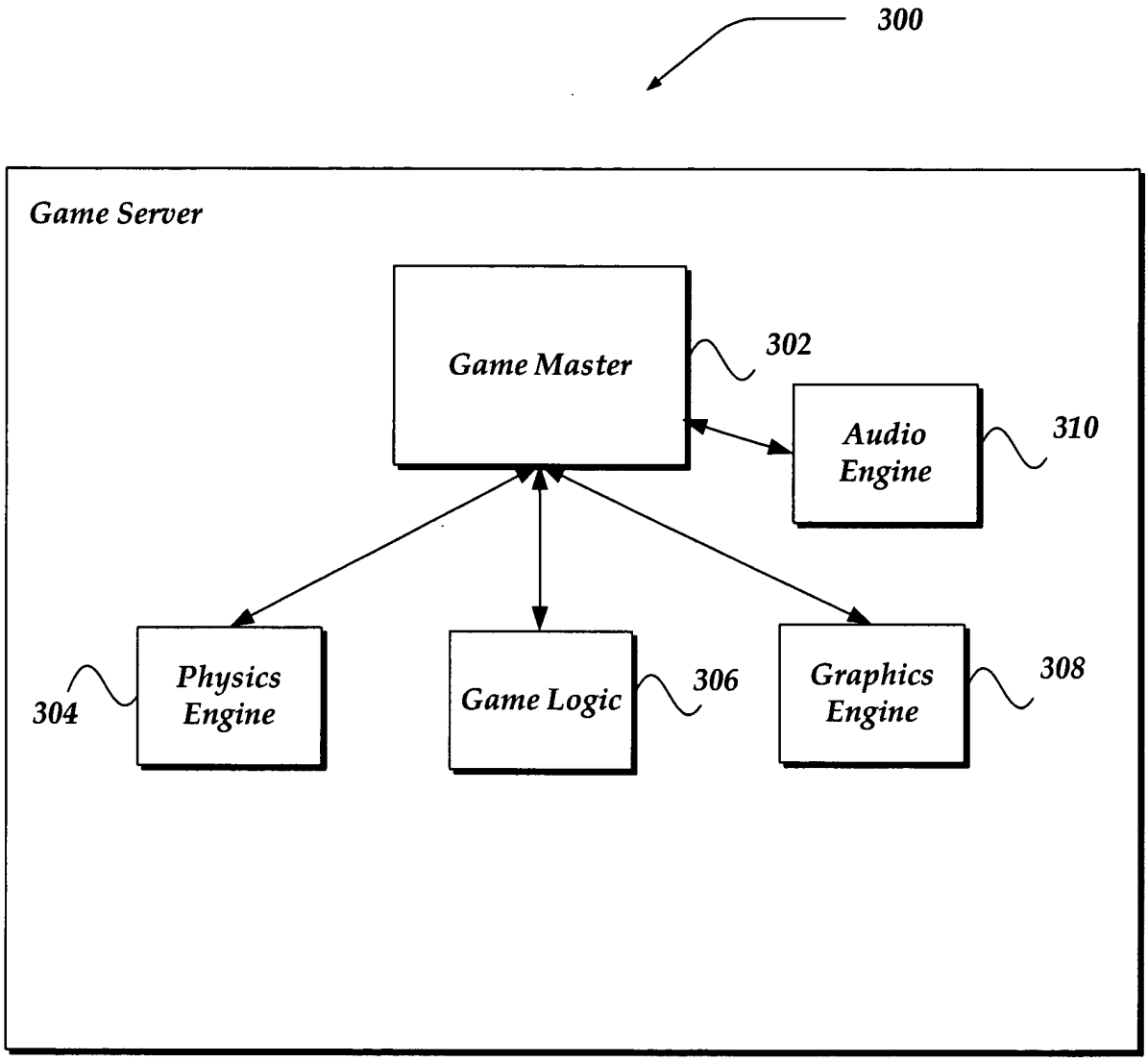

300
Game Server
Game Master
302
Audio Engine
310
Physics Engine
304
Game Logic
306
Graphics Engine
308

FIG. 3

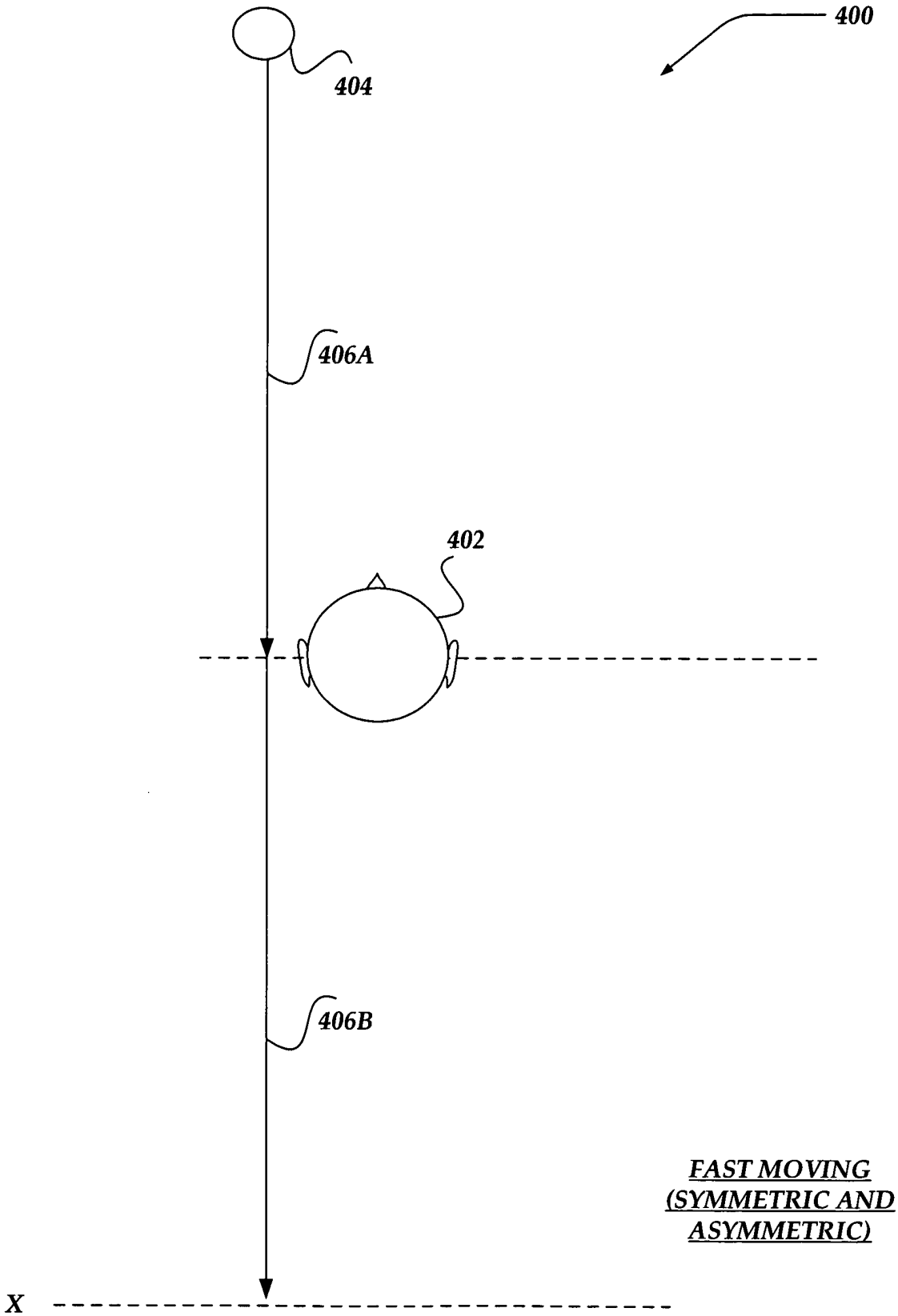
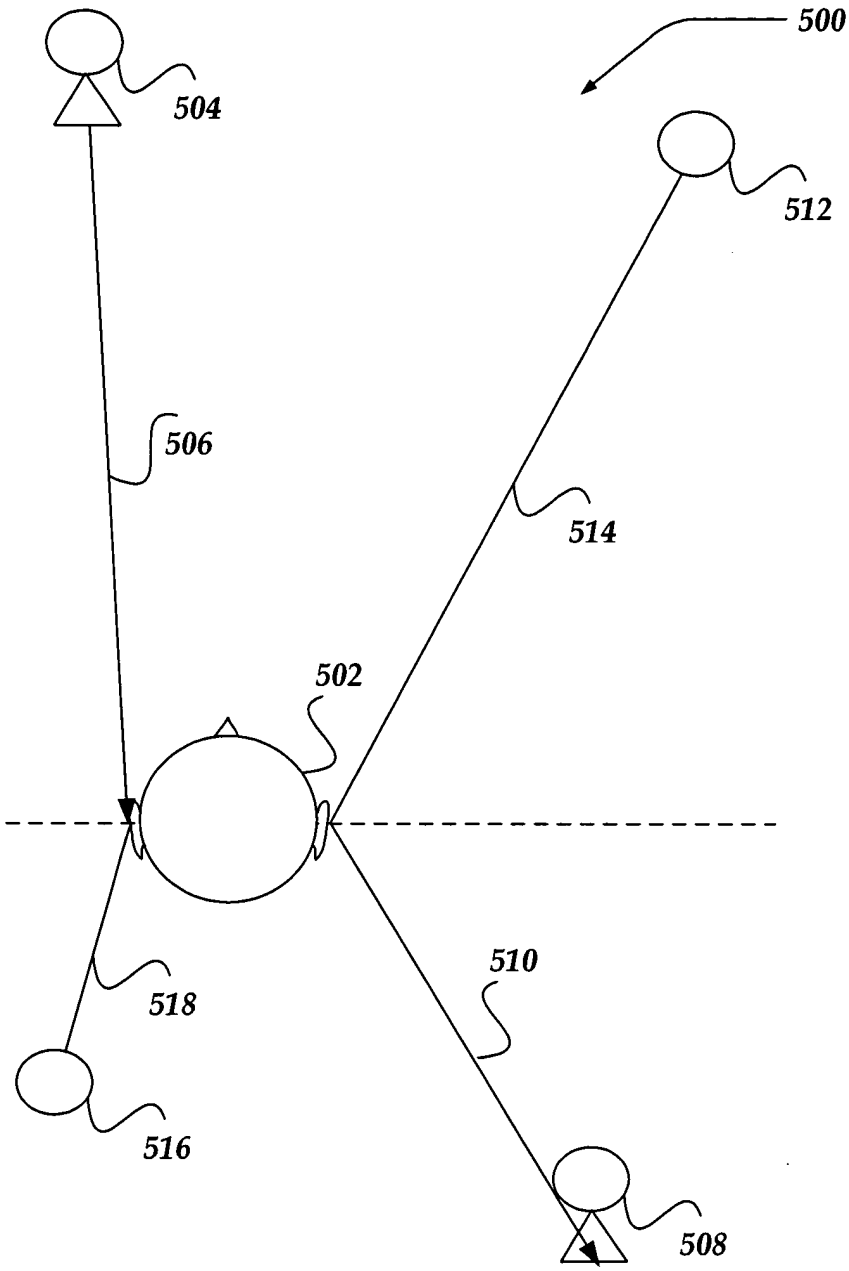
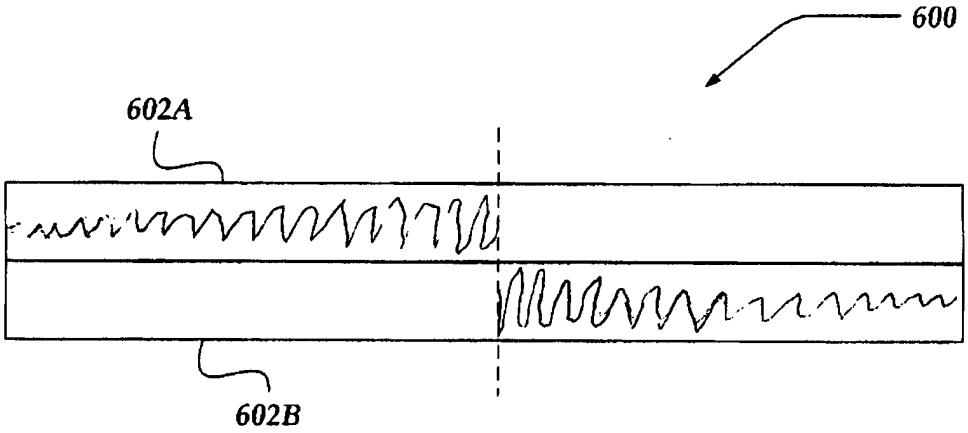

400
404
406A
402
406B
FAST MOVING (SYMMETRIC AND ASYMMETRIC)
X

FIG. 4



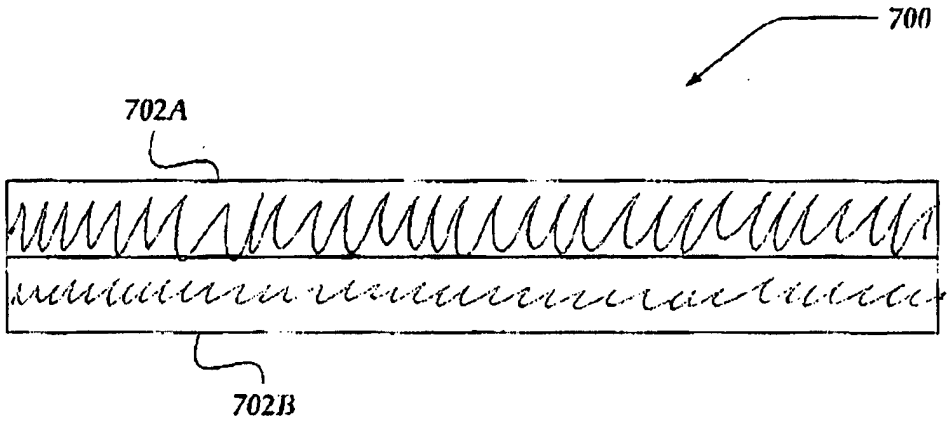
DIRECTIONAL, STATIONARY, AND SLOW MOVING

FIG. 5



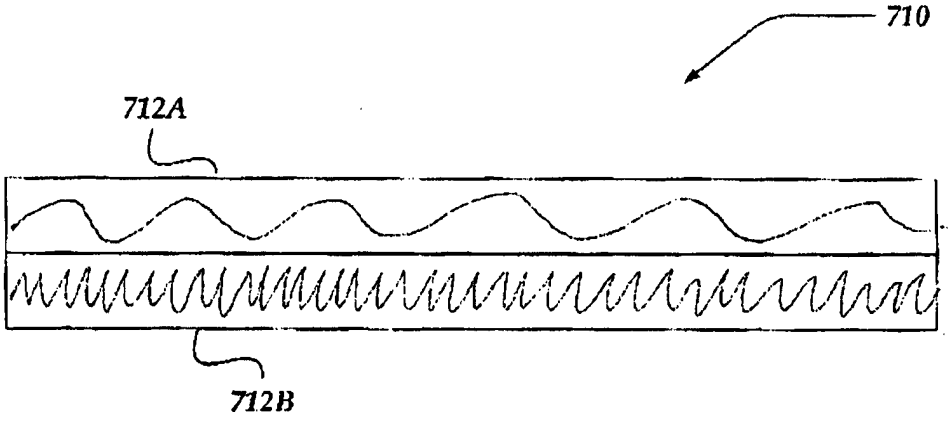
FAST MOVING

FIG. 6



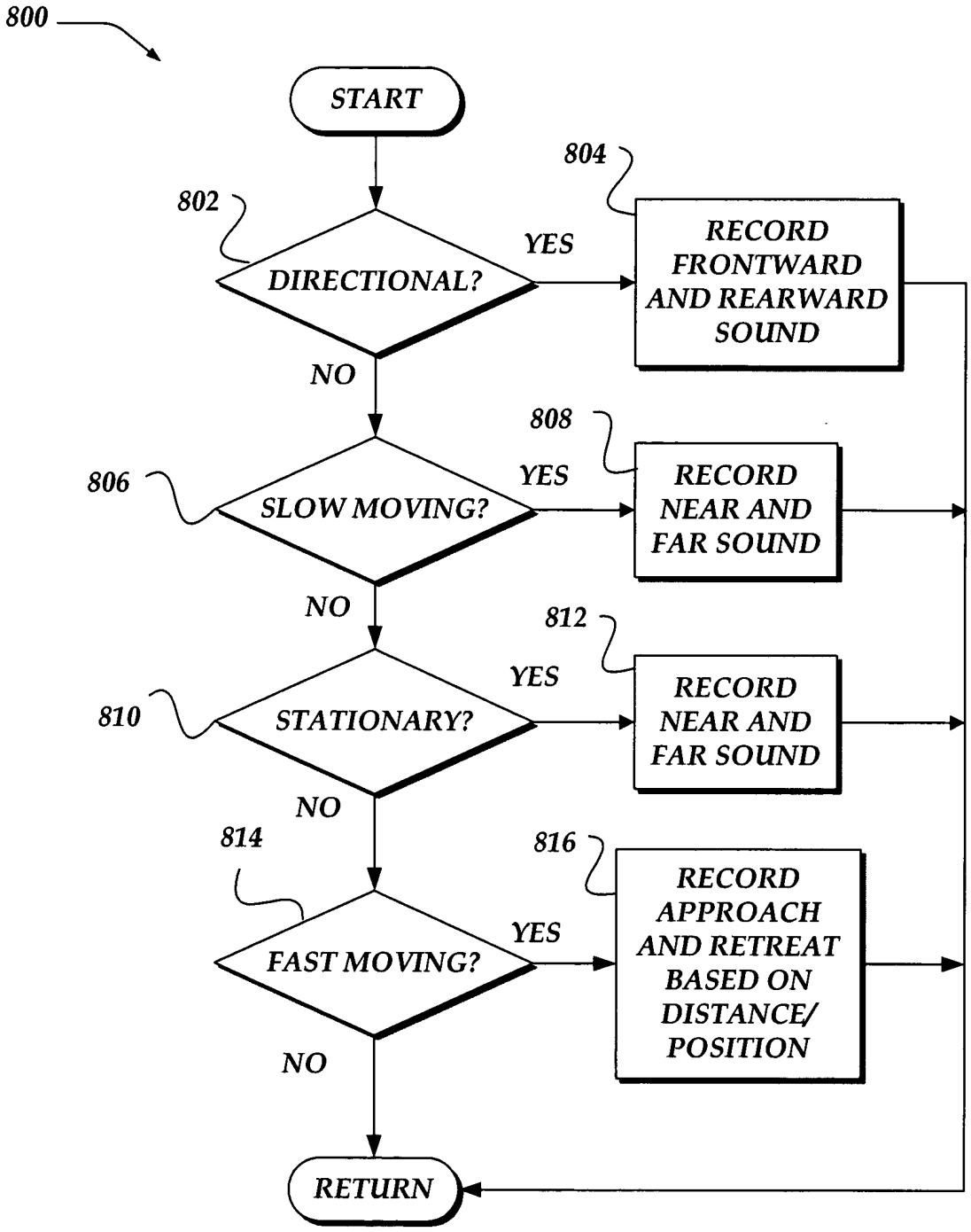
DIRECTIONAL

FIG. 7A



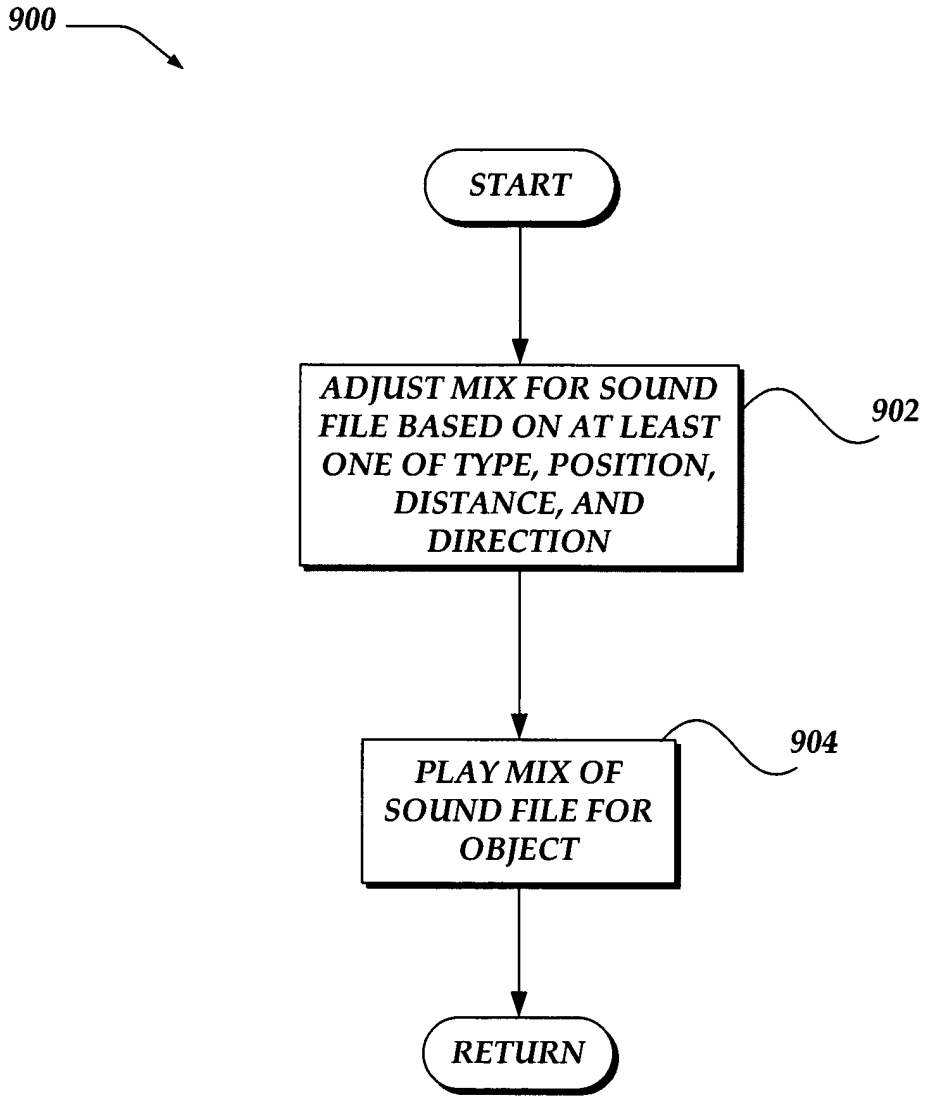
STATIONARY/
SLOW MOVING

FIG. 7B


800
START
802
DIRECTIONAL?
YES
804
RECORD FRONTWARD AND REARWARD SOUND
NO
806
SLOW MOVING?
YES
808
RECORD NEAR AND FAR SOUND
NO
810
STATIONARY?
YES
812
RECORD NEAR AND FAR SOUND
NO
814
FAST MOVING?
YES
816
RECORD APPROACH AND RETREAT BASED ON DISTANCE/ POSITION
NO
RETURN

RECORD

FIG. 8



PLAYBACK

FIG. 9